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## Lost Planet 2 for release on May 11

Posted by John as Shmups

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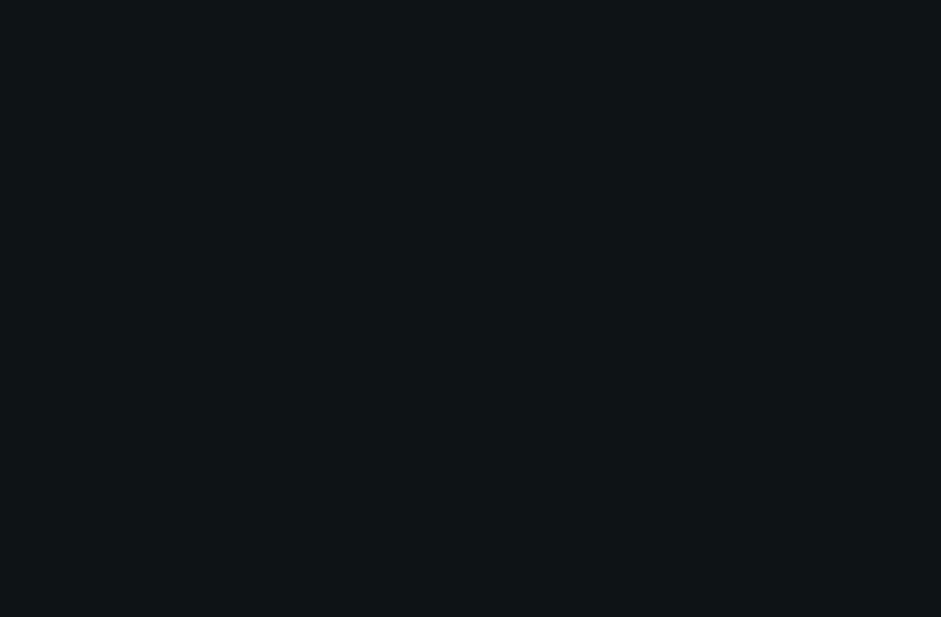
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**Capcom to launch Lost Planet 2, a sci-fi shooter sequel on Xbox 360 and PlayStation 3 on May 11. The PC version is slated for fall while the new multiplayer demo is coming out next month.**

Lost Planet 2 was originally set for release before the end of March, but was postponed to May 18. The publisher pushed it back to May 18 to avoid an unusually potent assortment of high-profile competition. Since that time, Capcom has seen publisher after publisher announce their potential blockbusters to launch on the same day. The first game announced was Alan Wake slated for May 18, then Prince of Persia: The Forgotten Sands and Split/Second, and finally Red Dead Redemption.



Capcom has apparently seen enough reasons to move Lost Planet 2's launch date up to week to May 11. It also gave the PC version of the game a release window, saying that it would follow the console editions onto shelves this fall.

To further excite players, Capcom announced that it will release a new multiplayer demo of the game on the Xbox 360 April 21 and on the PlayStation Network April 22. The 16-player versus mode demo will include a single map, as well as chat support and stat tracking features.

**Lost Planet 2** is set 10 years after the original, following substantial terraforming on EDN III that replaced the frigid tundra with large swaths of lush forests. Its campaign will follow the protagonist and three non-player characters through six chapters, each of which will have multiple outcomes that hinge on players' actions.

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## Penny Arcade Adventures Episode 3 canceled

Posted by John as 2d Shooter

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See The Game Everyone Was Talking About At E3. Pre-Order Enslaved Now

### The creators of Webcomic confirm third installment in episodic adventure game series from Hothead has been shelved.

The inaugural Penny Arcade Expo - East opened its doors for a three-day gaming extravaganza in Boston, but one of the first news out of the conference isn't likely to be a good news. The webcomic creators Mike Krahulik and Jerry Holkins confirmed that there are no plans to release a third episode in the Penny Arcade Adventures downloadable adventure game series.

"There won't be an Episode 3," Krahulik announced. "We're actually not making a third episode of the game." Holkins went on to note that proceeding on Episode 3 would have interfered with developer Hothead Games' work on the EA Partners-backed DeathSpank. "They definitely could've done both games. I think they could've made DeathSpank and Episode 3, but I think Episode 3 would've suffered so we'd rather not do it than do it half-assed."

After years of levying withering criticism of games through the often-acerbic gamer-focused Penny Arcade webcomic, Krahulik and Holkins entered the industry in 2008 with Penny Arcade Adventures: On the Rain-Slick Precipice of Darkness. Developed in conjunction with Hothead Games, Episode 1 received generally positive reviews. The second installment, released five months later, garnered an equally positive critical reception.

Holkins and Krahulik plan to conclude the game's storyline as an episodic graphic novel through the game's Web site. "Our main goal at this point is to make sure that people aren't left hanging on a narrative side, and to allow Hothead to do the best they can on their project," Holkins said.

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## Hydro Thunder Hurricane forecast for XBLA

Posted by John as Shmups

Watch out for a downloadable sequel to Midway arcade speedboat racing game! Indie Studio, Vector Unit, is currently developing **Hydro Thunder Hurricane** for Xbox Live Arcade, which is an eight-player online, four-player split-screen.

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When Midway went bankrupt last year, Warner Bros. paid \$49 million for most of the Mortal Kombat publisher's assets. Not included in the deal were some of its studio locations, the TNA wrestling license, and apparently the Hydro Thunder speedboat racing franchise.

Independent studio Vector Unit announced that it was developing Hydro Thunder Hurricane for Xbox Live Arcade, a sequel to the original 1999 arcade hit. The original Hydro Thunder quickly found its way into gamers' homes, as Midway had a Dreamcast port ready for that system's September 1999 launch and produced Nintendo 64 and original PlayStation editions the following year.

**Hydro Thunder Hurricane** will feature new levels, speedboats, water physics, and cooperative as well as competitive multiplayer modes. Following its billing as a full-pledged to the arcade original. The developers are including online races for up to eight players, with split-screen support for four gamers. The game's races will be set across eight "theme park" worlds with some over-the-top trackside obstacles, including distractions like a giant warhammer-wielding Viking and a sea serpent threatening to sink players' chances of finishing first.

Technorati Tags: 2d Shooter, hydro thunder hurricane forecast for xbox live arcade games, midway arcade speedboat racing, news

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## 24 Mar **Tecmo Koei stock sinks on game delays resulting to poor earnings**

Posted by John as Shmups

**Publisher's share price drops nearly 10% following Quantum Theory delay. The earnings forecast lowered by 97% was due to poor Samurai Warriors 3 sales. Trinity: Souls of Zill O'll also is reportedly delayed.**


Following earnings reports from Capcom, Nintendo, Microsoft, and Namco Bandai, Tecmo Koei reported its finances for the quarter ending December 31, 2009.

According to a Yahoo Japan report, the year-old company reported a loss of ¥1.84 billion (\$20.3 million) for the three-month period. It was mostly due to slower than expected sales of Samurai Warriors 3 in Japan. Samurai Warriors 3 is an exclusive to Nintendo's console, the latest installment in Koei's long-running action franchise is due out in Europe and North America later this year. The poor holiday quarter caused Tecmo Koei to drastically lower its full-year profit forecast by 97 percent from ¥7.4 billion (\$81.8 million) to just ¥200 million (\$2.2 million).

The downward adjustment's impact was exacerbated by two reported game delays. The AFX news service reports (via CNBC) that the Gears of War-like PlayStation 3 and Xbox 360 action game Quantum Theory has been pushed into Tecmo Koei's next fiscal year, which begins April 1. Meanwhile, Japanese gaming specialty site Andriasang reports that the company has also postponed the PS3-exclusive action role-playing game Trinity: Souls of Zill O'll until later in the year.

The combination of poor earnings and game delays sent Tecmo Koei's stock south. On the Nikkei market in Tokyo, the company's share price ended the day down 9.5 percent to ¥630 (\$6.96).

Technorati Tags: Gaming, news, quantum theory, tecmo koei poor sales, video games

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Crackdown 2 out for release this year!

Posted by John as 2d Shooter

Crackdown, a sequel to 2007's stellar sandbox action game is out for release this year!

Estimated release date: June 6, 2010

During the early years of Xbox 360, **Crackdown** was one of the lesser-known games. It garnered more attention for the included invite to the Halo 3 multiplayer beta than for the game itself.

That's very unfortunate given that the game was very fun that shows what you can do. The game combines an open-world action formula with a super-addictive progression system that has you seeking out agility orbs up and down buildings to become the ultimate powerful force of destruction. The sequel, developed by Ruffian Games, is due out for release this year,

The **Microsoft's X10** preview event unveiled bits and pieces of details. The demo was divided into two distinct halves. The first showed how some of the new story missions will work, while the second was of the free-form sandbox variety, showing what sort of trouble you can get up to when you cast aside any preconceptions that you're a force for the greater good. The story mission involved a relatively low-level agent (that is for those who picked up too many of those agility orbs) attempting to infiltrate the stronghold of a group called The Cell. This faction is a sort of militia made up of people who are angry at the Agency and blame them for the zombie freak outbreak that has plagued the city. With the city totally cleaned of gangs after your work in the first game, these two groups are your only enemies in the sequel.

The mission involved regaining a piece of valuable technology that they had stolen from the Agency. To do this, you have to gain entrance to a Cell. It all happens in a shipping yard filled with steel crates and hinted at a couple of the new features you can find in story missions. The first one is the new goal structure that has you going through multiple objectives and sub-objectives. There's more variety to these objectives. You'd find some storytelling during the missions as well. Another new feature is the mid-mission supply crates. These crates are meant to be a stock container of weapons and vehicles without having to run back to the Agency building.

After the presentation of the game's mission, the demo moved on to type of activities you can pursue when you take things at your own pace. Crackdown 2 offers a day-night cycle that dramatically changes the world when darkness hits. The zombies take over the city at night thus turning the streets into an ocean of shambling monsters. Ruffian producer James Cope, who was manning the controller for the demo, made it a point to hop into a car and quite simply plow through this wave of freaks. They bounced off the front fender like pinballs. As the game progresses, you will eventually reach the freaks' underground lairs and fight them on their own turf, where you might find some more-powerful enemies. As an example, Microsoft Game Studios lead designer **John Noonan** hinted at the idea of former superpower agents becoming infected. It's one thing scarier than a guy who can climb skyscrapers but scarier if it's a guy who can climb skyscrapers and has a thirst of human flesh.

After violating every traffic rule known to man, the demo moved on to some high-flying antics. One of the new pieces of equipment available when you progress to a fairly high level is the wing suit. This beauty effectively turns you into a flying squirrel when you leap from a tall building. You can glide, swoop, or simply dive-bomb straight to the earth below. Different-colored contrails come off your limbs to denote whether you're delaying or accelerating the effects of gravity. As in the first game, you can strike the ground with a devastating thud and clear out a large radius of enemies.

The team also managed to get their hands on the new agency helicopter, which looks like an average helicopter until you stop to realize that, like the rest of the agency vehicles, its look and function will drastically improve as your driving level ranks up. We can't wait to see what else **Crackdown 2** will offer in terms of the leveling up and agility orb system.

Technorati Tags: crackdown 2, john noonan, microsoft x10 event, new release date, video games, xbox 360

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Mar

## God of War III shipping out on March 14 to 20

Posted by John as Shmups

**It's a huge week at retail back to back with the launches of Command & Conquer 4, Metro 2033, Dragon Age expansion, new Pokémon for DS, and Resonance of Fate.**

After a long time of yelling about vengeance, Kratos is finally on the verge of getting it. God of War III hits Playstation 3 this week after years of anticipation. However, the Ghost of Sparta isn't the only draw in what is shaping up to be a huge week at retailers.

Just before God of War III debuts, retailers will welcome the latest extension in Nintendo's Pokémon franchise. The new DS game launches Sunday, and will be available in HeartGold and SoulSilver versions. Each edition comes with a Pokewalker

pedometer, allowing players to level up their combative pets even when they're not playing.

Another renowned franchise receiving a new installment this week is Command & Conquer 4: Tiberian Twilight as it launches for the PC. Billed as the conclusion to the series' "*Tiberium Saga*," the game features different campaigns for the Global Defense Initiative and Brotherhood of Nod factions, with each faction playable in solo or cooperative modes. It also features a five-versus-five, objective-based online multiplayer mode.

Other familiar franchises with releases this week include Dragon Age and Perfect Dark. Last year's hit **Dragon Age: Origins** will receive its first retail expansion in the form of Awakening, while Rare's original Nintendo 64 shooter is being re-released on Xbox Live Arcade with a high-definition facelift courtesy of 4J Studios.

Not every major game launch of the week comes from an established series. **THQ and 4a Games** are launching the post-apocalyptic survival shooter role-playing game Metro 2033 on the **PC** and **Xbox 360**. Also, Sega is rolling the dice with new RPG and strategy titles, as Resonance of Fate heads to the Xbox 360 and PS3, while Infinite Space comes to the DS. The former is set in a steam punk world and developed by Star Ocean studio Tri-Ace, while the latter is the latest fruit of Sega's partnership with Bayonetta and MadWorld developer PlatinumGames.

The full list of downloadable games on the PlayStation Store, Xbox Live Marketplace, and Wii Shop Channel will be revealed later in the week. Release dates are based on retailer listings and are subject to change.

### March 14, 2010

**Pokemon HeartGold-DS-Nintendo Pokemon SoulSilver-DS-Nintendo**

### March 15, 2010

**Rage of the Gladiator-Wii-Ghostfire Games Triple Shot Sports-Wii-The Code Monkeys 101 MiniGolf World-DS-Teyon**

### March 16, 2010

**God of War III-PS3-Sony Command & Conquer 4: Tiberian Twilight-PC -Electronic Arts Dragon Age: Origins - Awakening-360,PS3, PC-Electronic Arts Metro 2033-360PC-THQ Resonance of Fate-360, PS3-Sega Infinite Space-DS -Sega Fragile Dreams: Farewell Ruins of the Moon-Wii-Xseed Games T.A.C. Heroes: Big Red One-DS-Storm City Games Hidden Mysteries: Buckingham Palace-DS-Activision Sonny With a Chance-DS-Disney Family Gameshow-Wii -Zushi Games Ltd**

### March 17, 2010

**Perfect Dark-360-Microsoft Hall of Fame Ultimate Hoops Challenge-Wii-Zoo Games**

### March 19, 2010

**Mount & Blade: Warband-PC-Paradox Interactive**

Technorati Tags: 2d Shooter, command and conquer, God of war, new release installment, nintendo sega, video games

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## 10 Mar **Dead to Rights: Retribution Dev Diary: Motion Capture**

Posted by John as 2d Shooter

**The developers show how the intense motion-capture sessions paid off in creating the animations for Dead to Rights: Retribution.**

Technorati Tags: dead to rights retribution, developers, the making of dead of rights, video games

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## 28 Feb Xbox Live Arcade cavalcade continues on March 2

Posted by John as Shmups

**Xbox Live gamers now have the chance to plan their purchasing schedule for March, thanks to Microsoft.**

The publisher announced the full details of its **March Xbox Live Arcade Block Party promotion**. The initiative starts on March 3 with Signal Studios' World War I-themed tower defense game **Toy Soldiers** for MSP 1,200 (\$15), continuing with Slick Entertainment's car-combat racer Scrap Metal on March 10 for the same price. 4J Studios' update of venerated Nintendo 64 shooter Perfect Dark follows on March 17 for MSP 800 (\$10).

Microsoft will close out the month with the release of Game Room, a free download that will serve as a hub for the publisher's retro gaming push. **Thirty Atari and Intellevision games** will be available at launch. Microsoft shares that more than 1,000 titles are on the docket.

Games can be purchased for play on both the **Xbox 360** and PC for MSP 400 (\$5) or for an individual platform at MSP 240 (\$3) apiece. Single rounds of any individual game can be played for MSP 40 (\$50). The Game Room will also support Xbox Live Avatars, as well as voice chat, 1080p graphics, cross-platform leaderboards, and achievements.

Gamers who pick up all three Block Party titles and the free Game Room hub will have MSP 400 (\$5) credited to their Xbox Live account. Those who subscribe to Xbox Live's Gold membership will also have their subscription extended by one month.

As for Games on Demand, Disney and Black Rock Studio's Pure is available for only \$19.99. The off-road trick racer received rave reviews upon its debut in September 2008. On March 2, Microsoft has queued up Bethesda Softworks' acclaimed postapocalyptic role-playing shooter Fallout 3. However, pricing information is not yet available.

Technorati Tags: 2010, 2d shooters, March Xbox Live Arcade Block Party promotion, microsoft, shmup, toy soldiers, xbox live arcade news

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## 22 Feb Midway XBLA games no longer available

Posted by John as Shmups

**Xbox Live Arcade** titles were yanked from Marketplace. Among those no longer available are Smash TV, Gauntlet, and Ultimate Mortal Kombat 3.

Microsoft successfully launched **Xbox 360** and **Xbox Live Arcade** even without much support from top-tier third party publishers. Midway remains to be the most notable

name on the Xbox Live Marketplace at launch with its publisher selling arcade classics Gauntlet, Smash TV, and Joust from day one.

The list of games recently pulled out from the Xbox Live Marketplace are Cyberball 2072, Robotron: 2084, Defender, Paperboy, Rootbeer Tapper, and Ultimate Mortal Kombat 3. A representative of Microsoft said the group of games was removed from service late last week **“due to evolving rights and permissions.”**

The issue of evolving rights and permissions doesn't seem to affect the publisher's Playstation Network titles, given games like Mortal Kombat II are still available on the PlayStation 3 downloadable storefront.

Gamers may not find any access to add those titles to their library for the first time, but these games aren't gone from the service entirely. A Microsoft representative said, *“Xbox Live members will always be able to play and re-download any titles they have already purchased.”*

Technorati Tags: gauntlet, microsoft, midway xbox live arcade pulled out, news, smash tv, ultimate mortal kombat 3, xbox 360 live arcade games, xbox live marketplace

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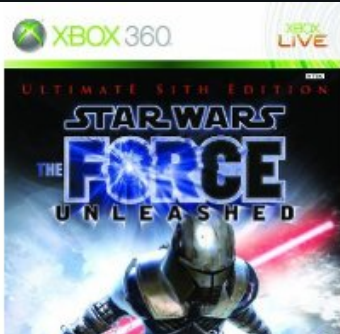
## Force Unleashed soon on Xbox Live

Posted by John as Shmups

**LucasArts' Secret Apprentice-led Star Wars action adventure hits new sales milestone of 7 million. The Infinities storyline concludes on PSN now, Xbox Live February 23 for \$10.**

LucasArts kicked off the Infinities storyline for [Star Wars: The Force Unleashed](#) in August 2009 with the release of Tatooine Mission Pack. The Tatooine Mission Pack is a downloadable add-on that continued the storyline of Darth Vader's Secret Apprentice. However, to conclude that storyline, players had to buy **Star Wars: The Force Unleashed - ultimate Sith Edition**, included the accompanying Hoth Mission Pack, along with the original game and other DLC.

For those gamers who didn't take the plunge to pick up the **Ultimate Sith Edition**, LucasArts is now offering the Hoth Mission Pack as a separate download through Xbox Live and the Playstation Network. The PS3 edition of the add-on is now available for \$9.99, and the XBL version will follow on February 23 for MSP800.







[Click here to buy Star Wars: The Force Unleashed for Xbox 360 \(\\$ 36.99\).](#)

## The Infinite storyline

It starts following one of the numerous endings to the original, when the player kills Vader and becomes Emperor Palpatine's assistant and a Sith Lord. The galactic dictator then dispatches players to Tatooine, where they try to track down and kill the Jedi Knight Obi-Wan Kenobi.

The **Hoth Mission pack** continues this journey and sees the Secret Apprentice traveling to the titular icy planet to do battle with Luke Skywalker and wipe the last traces of the Rebellion from the galaxy. Players will also find themselves visiting locations made famous in **Star Wars: Episode V - The Empire Strikes Back**.

The original **Star Wars: The Force Unleashed** launched in September 2008 to low ratings and bad reviews. However, the game's critical reception did not impact its commercial success. LucasArts said today that the game has now sold more than 7 million units worldwide. In December, the publisher announced **The Force Unleashed II** for release on unspecified platforms in 2010.

**Technorati Tags:** february 23, Star Wars: The Force Unleashed, ultimate sith edition, xbla version, xbox live arcade

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